ASSIGNMENT 2

Handout: Tuesday, 4 October 2016

Due: 11:30 am, Thursday, 13 October 2016

Assignment 1.2 is already extended and included here as Assignment 2.2.

No need to hand in Assignment 1.2.

GOALS:

- Understand better the importance of information hiding;
- Design and implement Java classes;
- Get used to the IntelliJ Idea IDE;

1. RATIONAL NUMBERS

In mathematics, a rational number is any number that can be expressed as the quotient or fraction p/q of two integers, a numerator p and a non-zero denominator q. Since q may be equal to 1, every integer is a rational number.

-- Wikipedia

Write a Java class for rational numbers. The class should have

- 1. two fields of type int, one for the numerator and the other for the denominator;
- 2. a constructor with two parameters, for the numerator and denominator respectively;
- 3. two methods called add and multiply respectively; Both methods take another rational number as parameter, do the calculation using this and the parameter rational numbers, and return the result rational.
- 4. an asString method which returns the string representation of this in the form numerator/denominator.

WHAT TO DO: IN RATIONAL.JAVA

Task 1: add the missing fields to class Rational;

Task 2: complete the constructor, method add, method multiply, and method asString;

Task 3: create Rational objects in the main method, add or multiply them, and print the results out to see if they are correct.

WHAT TO HAND IN:

Rational.java

2. COMPLEX NUMBERS

A complex number is a number that can be expressed in the form a + bi, where a and b are real numbers and i is the imaginary unit, that satisfies the equation $i^2 = -1$. In this expression, a is the real part and b is the imaginary part of the complex number.

-- Wikipedia

Write a Java class for complex numbers, but with both the real and the imaginary parts of type Rational. The class should have

- 1. two fields of type Rational, one for the real part and the other for the imaginary part;
- 2. a constructor with two parameters, for the real and the imaginary part respectively;
- 3. two methods called add and multiply respectively; Both methods take another complex number as parameter, do the calculation using this complex and the parameter, and return the result complex.
- 4. an asString method which returns the string representation of this in the form (real, imaginary).

WHAT TO DO: IN COMPLEX.JAVA

Task 4: add the missing fields to class Complex;

Task 5: complete the constructor, method add, method multiply, and method asString;

Task 6: create Complex objects in the main method, add or multiply them, and print the results out to see if they are correct.

WHAT TO HAND IN:

Complex.java